



LogicMasterTM

With over 180,000 different game designs...
and over 200 million secret codes...
it's the most fun you've ever had with your
powers of reasoning.



A touch of genius.

LogicMaster™

User's Guide



*Chalk Board, Inc.
3772 Pleasantdale Road
Atlanta, Georgia 30340
(800) 241-3989 (Outside Georgia)
(404) 496-0101*

Table of Contents

INTRODUCTION	
The Overlay	4
The Software	6
The Colors on Your Television	6
<hr/>	
LET'S GET ACQUAINTED	
The Choice Box	7
The Color Line	7
The Shape Line	7
The Clue Line	8
The Code Box	8
The Secret Code Line	8
The Break Code Line	8
<hr/>	
THE SAMPLE GAME	
Making Your First Guess	9
Changing Your Mind	10
LOGIC CHECK	10
Understanding Your Clues	10
Making Educated Guesses	11
STOP GAME	11
START GAME	11

Version ★.2/831103

Copyright © 1983, Chalk Board, Inc. All rights reserved.
Under the copyright laws, this manual and its accompanying software package may not be copied, in whole or in part, without the prior written consent of Chalk Board, Inc. except in the case of diskette software that one archival copy of the program diskette in machine readable form may be made for the sole use of the purchaser. Unauthorized copying, reproduction, derivation, data transmission, adaptation or translation of this copyrighted material in or on any medium is strictly prohibited. Under the law, copying includes translating into another language.

Chalk Board, PowerPad, LogicMaster and Leonardo's Library are trademarks of Chalk Board, Inc.

DESIGNING YOUR OWN GAMES

Design Commands	12
GAME SHAPES	13
GAME COLORS	13
# SPACES	14
GAME CLUES	14
Changing Your Mind	15
START GAME	15
MY CODE	16

THE SCREEN DISPLAY

SHIELD ON/OFF	17
SCROLL UP and SCROLL DOWN	17

APPENDICES

A: BUTTON SUMMARY	18
B: ADDITIONAL WAYS TO PLAY LOGICMASTER	22
C: MESSAGES FROM CHALK BOARD	24

VIEWS FROM AN EDUCATOR

25

INDEX

27

Table of Figures

1. Overlay	5
2. TV Screen	6
3. Choice Box	7
4. Code Box	8
5. Design Commands	12
6. Clue Commands	15

INTRODUCTION

With PowerPad™ and LogicMaster, the entire family can enjoy many hours of fun and excitement. Each game you play sharpens your powers of observation, as well as improves your problem solving abilities. Your goal is to solve LogicMaster's "secret code" by placing properly-colored shapes in their correct positions. You can play by yourself or with a friend. You can design each game so that it is as complex or as simple as you like.

Do not try to begin without reading the Chalk Board™ PowerPad User's Guide. This guide is part of the PowerPad package. Find the section of the directions that refers to your specific computer.

NOTE: Be sure to unplug your computer and TV before connecting PowerPad with your computer. In order to avoid possible damage to the software, turn off your computer every time you insert or change a cartridge or diskette.

The Overlay

LogicMaster comes with a framed plastic overlay the size of PowerPad's work space. This overlay shows all of the LogicMaster commands that you can use to play and design games. Gently guide the overlay's frame into the groove around PowerPad's work surface. Once in position, the frame snaps easily in place.

Now, take a few minutes to look at the different buttons. The large buttons at the top and right represent the colors and shapes used to enter and solve the secret code. The buttons at the bottom of the overlay are the commands you use to design your games. The numbered space buttons in the middle of the overlay identify the positions used to design, enter and solve the secret code. The buttons on the left side of the overlay are used for stopping and starting games, as well as for receiving clues from the computer.



Figure 1. Overlay

The Software

Insert the LogicMaster software into your computer. Then turn on your computer and your TV. After the copyright appears, touch the surface of PowerPad.

The screen displays a sample game for you to play.

The Colors on Your Television

If you aren't seeing colors the way you expect them, you may need to adjust your TV.

LogicMaster may look different on your neighbor's TV than it does on yours. This may be caused by a difference either in your television sets or in your computers' color capabilities.

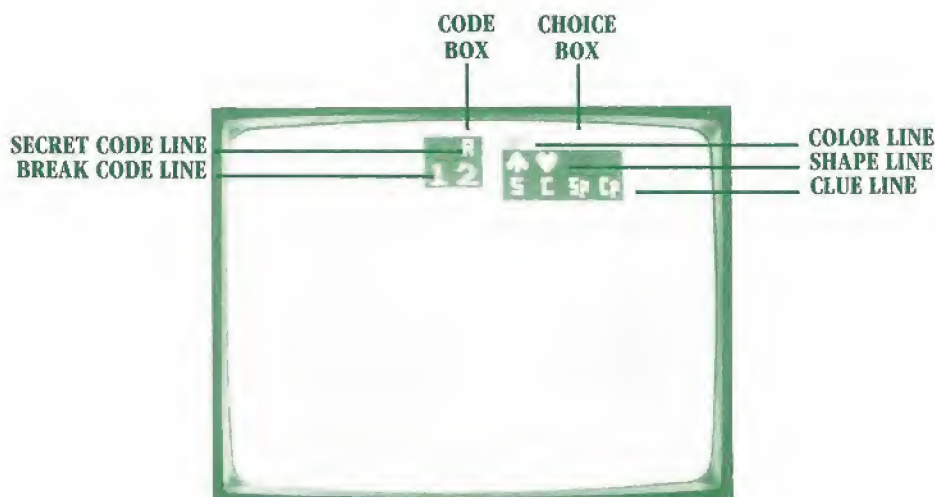


Figure 2. TV Screen

LET'S GET ACQUAINTED

Playing a sample game is an enjoyable way to learn about LogicMaster.

NOTE: If you have pressed any buttons at this point, turn your computer OFF and then ON again. Otherwise, your screen may not appear as described below.

Before you start, look at the screen. The screen displays information about the secret code including the possible colors, shapes, clues and number of spaces in the code for this sample game. This information is contained in the choice box and code box on the screen.



Figure 3. Choice Box

The Choice Box

Notice the box at the top right of the screen. This is called the **choice box**. The choice box has three parts: color, shape and clue lines.

The Color Line

The top line of the choice box, the **color line**, shows you what colors are being used in a game. The two colors showing now are red and yellow. The code for the sample game can contain only red and yellow items.

The Shape Line

The second part of the choice box is the **shape line**. This line displays the shapes you use in your game. The two shapes shown for the sample game are a spade and a heart.

The Clue Line

The third part of the choice box, the **clue line**, displays four of the clues you will receive during this game:

S Shape clue
C Color clue
Sp Shape/Position clue
Cp Color/Position clue

The Code Box

Notice the box at the top left of the screen. This is the **code box**. The code box has two parts: the secret code line and the break code line.



Figure 4. Code Box

The Secret Code Line

The top part of the code box is the **secret code line**. The secret code for each game is hidden here. It is this secret code that you must discover. The "R" you see on the secret code line indicates you are using the "Reveal" clue in this game. The use of this clue is discussed later in this manual.

The Break Code Line

The bottom part of the code box is the **break code line**. The numbers you see on this line (1 and 2) represent the number of items in the secret code. For this sample game, the code has two items.

THE SAMPLE GAME



Let's play LogicMaster. Press the **START GAME** button in the upper left corner of the overlay. The computer automatically selects a secret code.

NOTE: Each time you press a button in LogicMaster, you hear a song or a note. Control the sound with your TV's volume control.

Making Your First Guess

Decide what you think the secret code is. By looking at the choice box, you know that the code contains two hearts, or two spades, or one of each. You know the two shapes could be red only, yellow only, or one of each color.

Here is how to enter your first guess into the computer:

- Press one of the shape buttons (spade or heart).
- Press one of the color buttons (yellow or red).
- Touch space button "1" in the center of PowerPad.
- Repeat these steps for position button "2."

Have you been watching the screen? Your guess appears on the break code line.

Changing Your Mind

LogicMaster allows you to change your mind. After you choose the color, shape and position of a code item, you can change that item. Do this simply by pressing a different color and shape button, and then pressing the numbered space button again.



LOGIC CHECK

Now see if your guess is correct. Ask the computer to evaluate your guess. Do this by pressing **LOGIC CHECK** on the left side of the overlay.

Did you solve the secret code on your first try? If not, your first guess now appears below the secret code box. To the left of the guess is the number 1, indicating your first guess. To the right of the guess, four numbers appear below the letters S, C, Sp and Cp. These numbers are your clues. They tell you a great deal about the secret code if you know how to read them.

Understanding Your Clues

The shape clue (S) tells you how many of the shapes in your guess are correct. The number of correct shapes appears below the "S."

The color clue (C) tells you how many of the colors in your guess are correct. The number of correct colors appears below the "C."

The shape position clue (Sp) tells you how many of the correct shapes in your guess are in the correct position.

The color position clue (Cp) tells you how many of the correct colors in your guess are in the correct position.

The reveal clue (R), located in the code box, tells you when you have correctly solved one of the items in the secret code. This means that you have correctly identified the color, shape and position of that item. When this happens, the shield over that item lifts, revealing that part of the secret code.

Did you correctly guess either of the code's two items?

Making Educated Guesses

Do you think you can solve the code on the next turn? Follow the same steps you used to make your first guess. You no longer need just luck. Now you have clues to make your guess more "educated."



STOP GAME

If you want to stop playing a game before you actually have solved the secret code, press the **STOP GAME** button. This lifts the shield, revealing the secret code and ending the game.

START GAME

Do you want to try the sample game again with a new secret code? Before you can, you either must complete the present game, or you must press **STOP GAME**. Then press **START GAME**. As you do, the computer hides a new secret code for you to begin solving.

DESIGNING YOUR OWN GAMES

Now you are ready to enjoy the challenge of LogicMaster. You are in control. Make the game as complex or as simple as you like. You decide the colors, shapes and number of items possible in the secret code for the next game. You choose which clues you want the computer to reveal. You can even design your own secret code.

Before you begin to design your own game, you must finish the current game. (You must either solve the secret code, or press **STOP GAME.**)



Figure 5. Design Commands

The Design Commands

The five buttons in the lower right corner of the overlay are design commands. They include **GAME SHAPES**, **GAME COLORS**, **# SPACES**, **GAME CLUES** and **MY CODE**.

GAME SHAPES



- Press **GAME SHAPES**.

What do you see on the shape line of the choice box? This "?" means the computer is waiting for you to select the shapes you want to use in your game.

- Press the buttons which represent the shapes you want to use in the game.

You may use any combination of shapes. As you touch a shape button, what happens on the shape line? Only those shapes appearing on the shape line can be used in the secret code. (If you forget to select any shapes after you press **GAME SHAPES**, LogicMaster automatically uses hearts for your game.)

GAME COLORS



- Press **GAME COLORS**.

What do you see on the color line of the choice box? This "?" means the computer is waiting for you to select the colors you want to use in your game.

- Press the buttons which represent the colors you want to use in the game.

You may use any combination of colors. As you touch a color button, what happens on the color line? Only those colors appearing on the color line can be used in the secret code. (If you forget to select any colors after you press **GAME COLORS**, LogicMaster automatically uses red for your game.)

SPACES



To set the number of spaces you want to use for a game, begin by pressing **# SPACES**. What do you see in the code box on the left of the screen? This “?” means the computer is waiting for you to select the number of spaces you want to use in your game. Make your choice by using one of the numbered buttons in the middle of the overlay. Press the button which is the same number as the number of spaces you want to use. Notice how this changes the code box at the top left of your TV screen.

To set the number of spaces, do the following:

- Press **# SPACES**.
- Press one of the numbered buttons.

(If you forget to press a numbered button after you have pressed **# SPACES**, the computer remembers the number of spaces used in the last game played and uses that number for this game.)

GAME CLUES



Choose which clues you want the computer to give you during the game. Begin to indicate your choice by pressing **GAME CLUES**. What do you see to the right of the choice box? The “?” means LogicMaster is waiting for you to select the clues you want to receive each time you press **LOGIC CHECK** during a game.

On the lower left side of the overlay, press the buttons which represent the clues you want: **CORRECT SHAPE, CORRECT COLOR, CORRECT SHAPE/POSITION, CORRECT COLOR POSITION, REVEAL RIGHT ANSWER**. Use any combination of these buttons. As you touch a clue button, what happens on the clue line on the screen? What happens on the screen when you press **REVEAL RIGHT ANSWER**?



Figure 6. Clue Commands

To set the clues, do the following:

- Press **GAME CLUES**.
- Press each of the clue buttons that you want.

(If you forget to make a clue selection after pressing **GAME CLUES**, LogicMaster won't give you any clues during the game. Be sure to check the clue line in the choice box before you press **START GAME**.)

Changing Your Mind

Before you begin a game, you can change your design choices. To do this, press the design command button (**GAME SHAPES**, **GAME COLORS**, etc.) that you want to change. Next, press the buttons (shape, color, clue and the numbered space button) that correspond with the design command.

START GAME

Once you have completed designing the new game, press **START GAME**. The computer hides a secret code automatically for you to begin solving.

NOTE: Once you have started a game, you cannot make any design changes. You must complete the current game before the computer will allow you to change color, shape, position or clue choices.



MY CODE

Any time you are between games, or in the act of designing a game, you can design your own secret code for your friend to try to solve. (The computer still gives the clues.) When you want to design the secret code yourself, begin by pressing the **MY CODE** button. Look at the code box on your TV screen. The computer is waiting for you to enter a shape and color for each item of the code. Enter the secret code in this way:

- If you have not done so, press **MY CODE**.
- Press a shape button. Remember to use only the shapes appearing in the choice box.
- Press a color button. Use only the colors appearing in the choice box.
- Press the numbered button in the middle of the overlay for the position of each item.

What happens on the secret code line when you press a numbered button? Repeat these steps to enter your items for the remaining positions of the secret code.

NOTE: The computer does not recognize a blank space as an item in the code. Be sure to enter a color and shape for each position in the secret code. If you don't, the computer does not allow you to start the game.

Once you have completed designing your secret code, press **START GAME**. The shield covers your code, and your friend can begin to enter guesses.

THE SCREEN DISPLAY

There are a few additional ways you can control the display on your TV screen.



SHIELD ON/OFF

If you want to see the secret code during a game, press **SHIELD ON/OFF**. The shield lifts from the secret code line, revealing the secret code. To replace the shield and cover the code, press **SHIELD ON/OFF** again.

After you have finished entering a secret code using **MY CODE**, press **START GAME** or **SHIELD ON/OFF**. Pressing these buttons hides the secret code you entered and begins the game.

NOTE: After starting a game, you cannot make any more changes in the design of your game.

SCROLL UP and SCROLL DOWN

Each time you press **LOGIC CHECK**, the screen displays your guess. When the screen is filled with guesses, each new guess is displayed at the bottom of the screen. The top line of guesses disappears from the screen. You can enter up to ninety-nine guesses. If you want to review clues from earlier guesses that are no longer on the screen, you can use the **SCROLL UP** and **SCROLL DOWN** buttons. The buttons control which guesses you see on the screen. **SCROLL DOWN** allows you to see earlier entries. **SCROLL UP** rolls the screen back toward your most recent guesses.



Appendix A: Button Summary

COLOR BUTTONS

- To select the color of an item in the secret code or in a guess, press the color you want, the shape you want and the numbered space into which you want it to go.
- To design a game's color choices, press **GAME COLORS**, and then press the buttons of the colors you want.

CORRECT COLOR (C)

- To receive a clue telling you the number of items in your guess which are the correct color, press **GAME CLUES** and then **CORRECT COLOR** while you are designing your game. You receive clues each time you press **LOGIC CHECK**.

CORRECT COLOR/POSITION (Cp)

- To receive a clue telling you the number of items in your guess which are the correct color and in the correct position, press **GAME CLUES** and then **CORRECT COLOR/POSITION** while you are designing your game. You receive clues each time you press **LOGIC CHECK**.

CORRECT SHAPE (S)

- To receive a clue telling you the number of items in your guess which are the correct shape, press **GAME CLUES** and then **CORRECT SHAPE** while you are designing your game. You receive clues each time you press **LOGIC CHECK**.

CORRECT SHAPE/POSITION (Sp)

- To receive a clue telling you the number of items in your guess which are the correct shape and in the correct position, press **GAME CLUES** and then **CORRECT SHAPE/POSITION** while you are designing your game. You receive clues each time you press **LOGIC CHECK**.

GAME CLUES

- To select the clues you will receive during your next game, press **GAME CLUES** before you start to play. Press the buttons of the clues you want to receive.

GAME COLORS

- To select the colors you want to use in your next game, press **GAME COLORS** before you start to play. Press the buttons of the colors you want to use.

GAME SHAPES

- To select the shapes you want to use in your next game, press **GAME SHAPES** before you start to play. Then press the buttons of the shapes you want to use.

LOGIC CHECK

- To enter your guess to the secret code and to receive clues, press **LOGIC CHECK**.

MY CODE

- To enter the secret code yourself, press **MY CODE** before you start the game. Then press the color, shape and position of each item you want in your secret code. When you are ready to play, press **START GAME**.

REVEAL RIGHT ANSWER

- To receive a clue which tells you when you have correctly solved a part of the secret code (correct color, shape and position), press **GAME CLUES** and then press **REVEAL RIGHT ANSWER** while you are designing your game.

SCROLL DOWN

- To review your earlier guesses when they have rolled off the top of the screen, press **SCROLL DOWN** to move the screen down one line.

SCROLL UP

- To return to the latest guesses in the guess box after having used **SCROLL DOWN**, press **SCROLL UP** to move the screen up one line.

SHAPE BUTTONS

- To select the shape of an item in the secret code or in a guess, press the shape you want, the color you want and the space into which you want it placed.
- While designing a game, select the shapes with which you want to play by pressing **GAME SHAPES** and then pressing the shape buttons you want.

SHIELD ON/OFF

- To lift the shield from the secret code line at the top of the code box or to drop the shield again, press **SHIELD ON/OFF**. When you have designed your own secret code, this button also hides the code and begins the game.

SPACE BUTTONS

- To enter an item in the secret code or to guess the secret code, press the color and shape of the item and press the numbered space button into which you want your choice placed.
- To determine the number of spaces to be used in the secret code and in the guesses while designing a game, press # **SPACES** and press the numbered button in the center of PowerPad's overlay which corresponds to the number of spaces you want to use.

SPACES

- To determine the number of spaces to be used in the secret code while designing a game, press # **SPACES** and press the numbered button in the center of PowerPad's overlay which corresponds to the number of spaces you want to use.

START GAME

- To begin the actual playing of a game press **START GAME**. If no secret code has been entered, the computer selects a secret code and enters it for you.

STOP GAME

- To end a game before the secret code has been solved, press **STOP GAME**. The computer shows you the secret code and waits for you to design or begin a new game.

Appendix B: ADDITIONAL WAYS TO PLAY LOGICMASTER

LogicMaster allows you to play several ways:

- by yourself, with the computer entering a random code and giving you clues.
- with a friend, working together to solve the computer's code.
- with a friend, taking turns entering codes for the other one to guess.
- with several friends, using **MY CODE** to enter the same code several times, seeing which friend can break it in the fewest number of guesses.

Competitive LogicMaster

To play a competitive version of LogicMaster you need a paper and pencil. Keep a record of how quickly you and your friend solve the secret codes.

Take turns designing the secret code for each other and entering it using the **MY CODE** button. Let your friend solve your secret code. Then you solve the code entered by your friend. Keep a record of how many guesses you make to break the secret code. The lowest score wins. Decide how many shapes, colors, clues, and spaces you will use in the secret code, before you begin.

Adding Complexity to LogicMaster

To see how the design commands affect the difficulty of LogicMaster, experiment with different versions of the game.

1. Go back to the sample game which begins when you turn on your computer. You can gain an appreciation of the value of the clues by playing without them. Try it.
2. Another version to experiment with is a game using only one color but allowing all shapes and all spaces. This allows you to do without two of the clues: "C" and "Cp." (Leave the clues on if you prefer. They should show you that all colors and color positions are correct.)
3. An expanded version of the previous game is to use only one shape but to allow all colors and all spaces. In this game two clues can be "turned off": "S" and "Sp." Leave them on if you prefer.
4. A long and extremely challenging version of LogicMaster employs the following:
 - all shapes
 - all colors
 - all spaces
 - all clues

When you play this version, see if you can develop "a system" for obtaining information about the secret code in a way that allows you to solve the code quickly. For a real challenge, do not use the Reveal clue.

Appendix C: MESSAGES FROM CHALK BOARD

Chalk Board hopes that you have enjoyed the challenging game of LogicMaster.

Do you have any ideas that you would like to share with us about your experience with LogicMaster? Do you want to know what other people are doing with PowerPad and Chalk Board software? If so, complete the warranty registration card that came with this package. Return it to Chalk Board (postage free in the United States). Your name will be placed on a list of users who receive our company newsletter. If you send us some of your ideas, your name could also appear in our newsletter.

Watch for more interdisciplinary packages in the areas of music, math, visual arts, science, language arts, and social studies to be presented by Chalk Board.

NOTE: If you accidentally damage the overlay, replacement overlays are available. Send \$6.00 (\$3.00 for the overlay and \$3.00 for postage and handling) to:

Customer Support
Suite 140
Chalk Board, Inc.
3772 Pleasantdale Road
Atlanta, Georgia 30340

VIEWS FROM AN EDUCATOR

The search is on for ways to use computers to design effective educational environments in homes. In my judgment, Chalk Board leads this important exploration to rediscover the home setting as a powerful force for learning. Simply stated, Chalk Board is rapidly becoming synonymous with learning through home computers. This company is committed to building responsive environments that will help more people reach their full potential.

To this end, Chalk Board has created PowerPad and Leonardo's Library.[™] The touch-sensitive pad offers learners a new method of communication with computers. PowerPad is complemented by a library of software that is well conceptualized and carefully written. Each package addresses its unique learning objectives but also remains interrelated with other library units. In the family setting, the software, by its very design, stimulates intelligence, motivation and achievement. As I view it, this integrated system provides significant opportunities for learning not only for those people who have previously experienced academic success, but also for those whose potential has not yet been realized.

Here are four reasons why Chalk Board PowerPad and its software library serve as an important force for learning:

- People find initial learning experiences meaningful and the desire to repeat them furnishes continuing motivation for learning.
- Learners put forth a real effort and gain satisfaction from accomplishing a task they find challenging.

- Learners discover the pleasure that comes from having acquired and used new understandings, new interests and new skills.
- When teams of people use PowerPad, they develop an interest in working with others for a common purpose.

Further, these conditions for learning take on even more significance for individuals because the PowerPad has built-in flexibility that gives learners personal power to structure the activities of the computer.

Specifically, the LogicMaster software program commands your attention and strengthens your ability to concentrate as you focus on the secret code you are solving. You develop and exercise your powers of observation as you read and interpret the clues given by your computer. You prepare a solution to the secret code by formulating hypotheses and testing them using this powerful tool for reasoning.

LogicMaster provides entertainment as you learn. No two games are ever the same. You can design each game yourself so that you control the level of difficulty and sophistication.

Chalk Board, then, has created an exciting way to expand opportunities for learning. PowerPad and Leonardo's Library will provide parents, teachers and other educators with valuable assistance as we enter a period of increased use of home computers as a constructive means for quality education.

*Dr. Robert L. Sinclair
Professor of Education and
Director, Center for Curriculum Studies
University of Massachusetts at Amherst*

INDEX

- Additional ways to play LogicMaster, p. 22
- Blank spaces, p. 16
- Break code line, p. 6, 8
- Button summary, p. 18
- Changing a game design, p. 12, 15, 16, 17
- Changing your mind, p. 10, 15
- Chalk Board, Inc., p. 25
- Choice box, p. 6, 7, 8
 - figure, p. 7
- Clues, p. 8, 10
 - Clue commands, p. 15
 - figure, p. 15
 - Understanding your clues, p. 10
- Clue line, p. 6, 8
- Code box, p. 6, 8
 - figure, p. 8
- Color buttons, p. 9, 18
- Colors on TV, p. 6
- Color clues, p. 8, 10
- Color/position clues, p. 8, 11
- Color line, p. 6, 7
- Competitive LogicMaster, p. 22
- CORRECT COLOR, p. 14, 18
- CORRECT COLOR/POSITION, p. 14, 18
- CORRECT SHAPE, p. 14, 18
- CORRECT SHAPE/POSITION, p. 14, 19
- Designing your own code, p. 16
- Designing your own games, p. 12
 - Design commands, p. 12
 - figure, p. 12
- GAME CLUES, p. 12, 14, 15, 18, 19, 20
- GAME COLORS, p., 12, 13, 15, 18, 19
- GAME SHAPES, p. 12, 13, 19, 20
- Guesses, p. 9, 11
 - Making educated guesses, p. 11
 - Making your first guess, p. 9
- LET'S GET ACQUAINTED, p. 7
- LOGIC CHECK, p. 10, 14, 17, 18, 19
- Messages from Chalk Board, p. 24
- MY CODE, p. 12, 16, 19, 22
- Newsletter, p. 24
- Overlay, p. 4
 - figure, p. 5
 - replacement, p. 24
- PowerPad, p. 4
 - connecting to cable, p. 4
 - connecting to your computer, p. 4
- Reveal clue, p. 8, 11
- REVEAL RIGHT ANSWER, p. 14, 20
- Sample game, p. 9
- Screen Display p. 6, 17
- SCROLL DOWN, p. 17, 20
- SCROLL UP, p. 17, 20
- Secret code, p. 4, 8, 17
 - Secret code line, p. 6, 8
- Shape buttons, p. 9, 20
- Shape clues, p. 8, 10
- Shape/position clues, p. 8, 10
- Shape line, p. 6, 7
- SHIELD ON/OFF, p. 17, 20
- Software, p. 6
- Space buttons, p. 5, 9, 10, 21
- SPACES, #, p. 12, 14, 21
- START GAME, p. 9, 11, 15, 16, 17, 19, 21
- STOP GAME, p. 11, 12, 21
- TV Screen, p. 6
 - figure, p. 6
- VIEWS FROM AN EDUCATOR, p. 25

Product Design:

Ben Satterfield (author, educational applications)

Don Higgins (software engineer)

Support:

Rod Price (engineer)

Jennelle Morris (testing, applications)

Kathy Williams (editor)

Margaret Walsh (editor)

Package & User's Guide Design:

Taylor & Taylor, Inc./Atlanta, GA.

DOS 3.3 STANDARD © Apple, 1980, 1981

Apple Dos 3.3 is a copyrighted program of Apple Computer, Inc. licensed to Chalk Board, Inc. to distribute for use only in combination with LogicMaster.

"APPLE COMPUTER, INC. MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, REGARDING THE ENCLOSED COMPUTER SOFTWARE PACKAGE, ITS MERCHANTABILITY OR ITS FITNESS FOR ANY PARTICULAR PURPOSE. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME STATES. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. THERE MAY BE OTHER RIGHTS THAT YOU MAY HAVE WHICH VARY FROM STATE TO STATE."

Apple is a registered trademark of Apple Computer, Inc.



A touch of genius.